

CLAIMS

- 5        1. A multi-station game apparatus comprising:  
a plurality of individual game units, where each game unit is  
capable of dispensing awards based upon a skilled operation  
performed by a player of said game unit; and  
a progressive bonus apparatus coupled to said plurality of  
10      game units and operative to accumulate a progressive score based  
upon contributions from said plurality of game units and further  
operative to provide a bonus award based upon said progressive  
score to a player of an individual unit when said player  
accomplishes a predetermined task.
- 15      2. A multi-station game apparatus as recited in claim 1  
wherein said individual game units include a playing surface, a  
first end and a second end, target means proximate said second  
end, and a playing piece capable of being directed towards said  
20      target means.
- 25      3. A multi-station game apparatus as recited in claim 2  
wherein said individual game units include wheel means  
responsive to said target means and operative to rotate in a  
predetermined way when said target means receives said playing  
piece.
- 30      4. A multi-station game apparatus as recited in claim 1  
wherein said award dispensed by said individual game units  
consists of a non-monetary award.
- 35      5. A multi-station game apparatus as recited in claim 1  
wherein said progressive score includes the sum of said  
contributions from said plurality of game units.

6. A multi-station game apparatus as recited in claim 1 wherein said predetermined task that said player accomplishes to receive said enhanced reward includes accomplishing a predetermined result a plurality of times.

- 5           7. A game comprising:  
a playing surface having a first and and a second end;  
at least two targets proximate to said second end of said  
playing surface, where each of said targets is receptive to a  
10 playing piece directed down said playing surface;  
means for detecting which target received said playing  
piece;  
wheel means;  
wheel control means responsive to said means for detecting  
15 and operative to selectively control the rotational position of said  
wheel means; and  
scoring means operative to accumulate a game score based  
upon said position of said wheel means.

20           8. A game as recited in claim 7 wherein said playing surface includes an inclined plane where said first end is higher than said second end.

25           9. A game as recited in claim 7 wherein said targets proximate to said second end of said playing surface include apertures, and wherein said means for detecting comprises a plurality of sensors associated with said apertures.

30           10. A game as recited in claim 7 wherein said playing piece is substantially spherical.

11. A game as recited in claim 9 wherein said sensors include switch means activated by a playing piece.

35           12. A game as recited in claim 7 wherein said wheel means includes a plurality of radial segments, where at least some of said radial segments comprise a position score which may be added to said game score.

13. A game as recited in claim 12 wherein said wheel control means includes motor means coupled to said wheel means.

5        14. A game as recited in claim 13 wherein said wheel control means includes feedback means coupled between said motor means and said wheel means.

10      15. A game as recited in claim 7 further comprising dispenser means, where said dispenser dispenses an award based upon said game score accumulated by said scoring means.

15      16. A game as recited in claim 7 wherein said wheel means comprises the image of a wheel on a video display.

17. A method for playing a game comprising:  
directing a playing piece towards a target end of a playing surface;  
detecting the end position of said playing piece proximate  
20      said target end;  
controlling the rotational position of a wheel means based  
upon said detected end position; and  
accumulating a game score based upon said rotational  
position of said wheel means.

25      18. A method as recited in claim 17 further comprising the step of directing a plurality of said playing pieces towards said target end of said playing surface.

30      19. A method as recited in claim 17 wherein said step of directing a playing piece towards a target end of a playing surface includes a step of guiding said playing piece to said target end with a guiding means.

35      20. A method as recited in claim 17 wherein said step of detecting the end position of said playing piece at said target end of said playing surface includes the step of closing a switch with said playing piece.

21. A method as recited in claim 17 wherein said step of controlling the rotational position of said wheel means includes the step of rotating said wheel means as determined by said end 5 position of said playing piece.

22. A method as recited in claim 21 wherein said step of accumulating a game score includes the step of adding to said game score a wheel position score based upon the position of said 10 wheel after said wheel rotation step.

23. A method as recited in claim 17 further comprising the step of dispensing an award based upon a final game score.

15 24. A method as recited in claim 17, wherein said step of controlling the rotational position of said wheel means comprises displaying an image of a wheel on a video display which represents the rotational position of said wheel means.

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